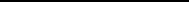




Substitute for form 1449A&B/PTO		<i>SEARCHED</i>		<i>PATENT &amp; TRADEMARK OFFICE</i>		<i>Complete if Known</i>															
<b>INFORMATION DISCLOSURE STATEMENT BY APPLICANT</b>				<table border="1"> <tr> <td>Application Number</td> <td>09/750,100</td> </tr> <tr> <td>Filing Date</td> <td>December 29, 2000</td> </tr> <tr> <td>First Named Inventor</td> <td>Baraff, David E.</td> </tr> <tr> <td>Art Unit</td> <td>2123</td> </tr> <tr> <td>Examiner Name</td> <td>THOMAS H. STEVENS</td> </tr> <tr> <td colspan="2">Attorney Docket Number</td> <td colspan="2">021751-002400US</td> </tr> </table>				Application Number	09/750,100	Filing Date	December 29, 2000	First Named Inventor	Baraff, David E.	Art Unit	2123	Examiner Name	THOMAS H. STEVENS	Attorney Docket Number		021751-002400US	
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(use as many sheets as necessary)																					
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FOREIGN PATENT DOCUMENTS							
Examiner Initials*	Cite No. <sup>1</sup>	Foreign Patent Document		Publication Date MM-DD-YYYY	Name of Patentee or Applicant of Cited Document	Pages, Columns, Lines, Where Relevant Passages or Relevant Figures Appear	T <sup>6</sup>
		Country Code <sup>3</sup>	Number <sup>4</sup>				
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NON PATENT LITERATURE DOCUMENTS				
Examiner Initials *	Cite No. <sup>1</sup>	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc.), date, page(s), volume-issue number(s), publisher, city and/or country where published.		
THS	AE	ASCHER, U., AND BOXERMAN, E. 2002. On the modied conjugate gradient method in cloth simulation. (submitted to) The Visual Computer 19:526-531.	2002	T <sup>2</sup>
THS	AF	BARAFF, D., AND WITKIN, A. 1998. Large steps in cloth simulation. Computer Graphics (Proc. SIGGRAPH), 1-12.		
THS	AG	BERNEY, J., AND REDD, J. 2000. Stuart Little. SIGGRAPH Course Notes, ACM SIGGRAPH, ch. Costumes. pg. 1		
THS	AH	BREEN, D., HOUSE, D., AND WOZNY, M. 1994. Predicting the drape of woven cloth using interacting particles. Computer Graphics (Proc. SIGGRAPH), 365-372.		
THS	AI	BRIDSON, R., FEDKIW, R., AND ANDERSON, J. 2002. Robust treatment of collisions, contact, and friction for cloth animation. Computer Graphics (Proc. SIGGRAPH), 594-603.		

Examiner Signature		Date Considered	10/5/05
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**1. Applicant's unique citation designation number (optional).<sup>2</sup> Applicant is to place a check mark here if English language Translation is attached.**



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THS	AJ	CARIGNAN, M., YANG, Y., MAGENENAT-THALMANN, N., AND THALMANN, D. 1992. Dressing animated synthetic actors with complex deformable clothes. Computer Graphics (Proc. SIGGRAPH), 99-104.		
	AK	CHOI, K., AND KO, H. 2002. Stable but responsive cloth. Computer Graphics (Proc. SIGGRAPH), 604-611.		
	AL	CORDIER, F., VOLINO, P., AND THALMANN, N. 2002. Integrating deformations between bodies and clothes. The Journal of Visualization and Computer Animation 12:45-53.		
	AM	DEROSE, T., KASS, M., AND TRUON, T. 1998. Subdivision surfaces in computer animation. Computer Graphics (Proc. SIGGRAPH), 85-94.		
	AN	EBERHARDT, B., WEBER, A., AND STRASSER, W. 1996. A fast, flexible, particlesystem model for cloth draping. IEEE Computer Graphics and Applications 16:52-59.		
	AO	GOTTSCHALK, S., LIN, M., AND MANOCHA, D. 1996. OBBTree: A hierarchical structure for rapid interference detection. Computer Graphics (Proc. SIGGRAPH), 171-180.		
	AP	KRISHNAN, S., AND MANOCHA, D. 1997. An efficient surface intersection algorithm based on lowerDimensional formulation. ACM Transactions on Graphics 16, 1 (Jan.), 76-106. ISSN 0730-0301.		
	AQ	LANDER, Skin Them Bones: Game Programming for the Web Generation, May 1998, Game Developer (www.gdmag.com), pages 11-16		
	AR	LANDER, Slashing through Real-Time Character Animation, April 1998, Game Developer (www.gdmag.com), pages 13-16.		
	AS	MEYER, M., DEBUNNE, G., DESBRUN, M., AND BARR, A. 2001. Interactive animation of clothlike objects in virtual reality. The Journal of Visualization and Computer Animation 12:1-12.		
	AT	PATRIKALAKIS, N. 1993. Surface-to-surface intersections. IEEE Computer Graphics and Applications 13, 1, 89-95.		
	AU	PROVOT, X. 1995. Deformation constraints in a massspring model to describe rigid cloth behavior. In Graphics Interface, Graphics Interface, 147-155.		
	AV	STOEGER et al., How to Create Long Hair with Maya Paint Effects and Maya Cloth, Alias/Wavefront, Corporate Overview, 4 pages.		
✓	AW	TERZOPoulos, D., AND FLEISCHER, K. 1988. Deformable models. Visual Computer 4, 306-331.		

Examiner Signature	Tom Stevens	Date Considered	10/5/05
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THS	AX	TERZOPOULOS, D., PLATT, J., BARR, A., AND FLEISCHER, K. 1987. Elastically deformable models. Computer Graphics (Proc. SIGGRAPH) 11:205-214.		T <sup>2</sup>
	AY	VOLINO, P., COURCHESNE, M., AND MAGNENAT THALMANN, N. 1995. Versatile and efficient techniques for simulating cloth and other deformable objects. Computer Graphics (Proc. SIGGRAPH), 137-144.		
	AZ	WATT et al., "Advanced Animation and Rendering Techniques" ACM Press, 1992, pages 418-420		

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